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About This Game

Guardians of Victoria is a running game with multiple twists, taking conventional running gameplay and creating something unique! Testing your reactions, planning, and timing in an action-packed multi-tasking race to the end without being caught by Jack the Ripper.

Play as the Guardians as they fight their way through the Steampunk city in the clouds, collecting items and defeating the allies of the ever-chasing destroyer- Jack the Ripper. You must stop him!

The game features:

- Free-Roaming: Unlike most running games you can actually stop, and run left!, allowing you to explore the environment a bit more. Not recommended on the hard mode!
- Racing against a chaser: To keep you moving along and fighting tooth and nail, The Ripper chases with his giant cloud of thunder. The higher the difficulty- the faster he moves. Be wary though, as Ripper can shoot electric bolts!
- Using mechanics: To keep you in the sky and alive and well, you must avoid gas leaks, control crane platforms, put out fires, and more!
- Multi-characters: There are three characters with their own uniquely designed levels across various locations. Brella, Cutlass, and Firearm- members of the Guardians. The leader of the Guardians, a small flying robot called Zeal, also follows the characters on their missions. Each character has their own back-story, personality, and platforming ability

(such as Brella using her umbrella to glide)!

- Shields-up!: Utilise the player shield by collecting the fireflies for their dust around the city. Using the shield protects you from Ripper attacks, enemy blows, fires, gas leaks, and anything else that might damage you!
- Tactical fast combat: Each character has a very unique fighting style. You can test them out in the arena/tutorial area, and really be tested in the city.
- Multiple replayable levels: Platform your way across many levels including 'The Factory', and 'Daylight Victoria'. Each level features 3 different difficulty star ratings and a timer system! Simply survive to the portal at the end!
- Indoor running: Forget traditional rooftop running! Run indoors too! Some floating buildings can be entered! Jump in through windows or tunnels or use and find the secrets within!
- Steam bonuses: Steam users will also collect trading cards.
- Extra levels: The game also features an arena with character selection, and a combat and platforming tutorial. I also look to add ship flying levels!
- Upgrade! Conquer! Earn skillpoints through take-downs and collectables and upgrade your characters, speed, jump, attack and health! There is lots you can do.

Title: Guardians of Victoria
Genre: Casual
Developer:
Tall Story Studios
Publisher:
New Reality Games
Release Date: 29 Apr, 2016

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English







TL,DR: this game is unbelievably horrible, don't waste your precious time.

So, i got this game in a bundle for something about 5 cents, maybe. Sold the cards and made some money, a lot more than i spent, AND STILL THINK IT WASN'T WORTH IT.

This game has to be some kind of joke, i can't believe someone would actually release something so horrible, ugly, unresponsive and poorly done.

I mean, if i was in a locked room with the developer of this game and Stalin, and i had a gun with just one bullet, i would definitely shoot Stalin right in the head, JUST SO I COULD HAVE THE PLEASURE OF BEATING THE HELL OUT OF THE DAMN DEVELOPER

To be fair, the game DOES correspond to its proposal of being a "challenging platform". After all:

- When you launch it, it's very challenging to NOT break your PC with a brick. That is, of course, if the game doesn't break it by itself, since it consumes any RAM from any computer within a 50 miles radius;
- When you see the opening menu, it's very challenging to find out what to do in such a polluted screen;
- When you can finally manage to enter the game, it's very challenging to get over all of the scribbles on the screens made of WordArt;
- It's also very challenging to figure out what is platform and what is background, since everything is equally ugly;
- It takes about three minutes for the game to figure out you want to jump and respond to it, leading to situations such as:
 - You walk = you die
 - You manage to jump after three steps = you die.
 - You open your umbrella = the game crashes and you die.
 - You play = you die. and the game also crashes. a lot.

Can't think of anything more challenging than that. So, yeah, very challenging, congratulations.

And, as a bonus feature, it doesn't terminate when you quit and invisibly hides out, consuming a bizarrely large amount of RAM. It's like a demerol of performance.

Long story short, it's a very glitchy, crashy game with an awful art, poor fonts and texts, horrible gameplay and it SOMEHOW still manages to consume more RAM than The Witcher 3 in full 4k resolution ****WITH**** that mod that enhances the hair effects. Can't recommend it, even as a joke.. Flat out broken. I don't really like to bash games on here to this extent but after the experience I have just had trying to play the game I think people should know how it currently plays.

This game is **very** unfinished despite claiming to be on patch 1.3 at the moment. The menus have overlapping music tracks, the buttons take 5 or 6 attempts to click, when I finally got into the game the screen stretched in weird ways over itself before dumping me onto a screen in which I could only look left and right (Tried using all three sets of movement controls from the controls screen).

On my second attempt to play the game I was able to move! (I think jumping first set it off)

I have a video below of my second attempt at playing the game to back up my claims (Yes I know I'm not very good at it, I was mainly surprised that it let me move after the first time)

<https://www.youtube.com/watch?v=X63g8r8ICUY>. It has 12 trading cards, the only way they can squeeze any money with this garbage.. As of the time of this review, the game is EXTREMELY slow (mostly due to the fact that it tries to eat all my RAM), and every input has a delay, so you're probably gonna die before your character does anything.

[The objects of the scenery seem to be aesthetically disconnected, which makes the gameplay harder, as it can sometimes confuse you about the right path to follow.](#)

[It is not playable, as of now.](#)

.--Updated review as of 6th january--

TL;DR Not recommended in current state: RAM usage problem + unfinished

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Played a bit, tried tutorial and 3 levels

The main problem is still there. Game uses ~2 gb RAM in main menu and scales up to 3-4 gb while playing levels.

Here are some more significant problems:

- game is lagging as hell through levels. This is unacceptable for any game, but especially for one, based on precise jumping and timing
- same goes for music and game sounds - they're lagging along with visuals. Also, there's a bug with "water" platforms - using them more than 3-4 times causes "water" sounds overlapping and stopping all the music and game sounds
- various bugs (inability to jump, falling through platforms, freezing death screen, etc)
- some poor desicions with level design: too colorful backgrounds causing text to be unreadable, no clear distinction between surfaces you can and can't stand on, tips on the bottom of the screen while playing (you probably wouldn't read 'em because game is fast-paced)
- general feeling of incompleteness, no unified visual and audio style (for example, half of the music is standard MacLeod themes, there's no animation of lightnings, etc)

Still barely playable, still not recommended. Absolutely broken platformer with rubbish controls! I've really enjoyed flying through platforms or not being able to jump at all in some cases. And what about that train stage? It's borderline impossible to complete! On the plus side, the sprites are fine, but that's it. Overall, avoid at all costs!. If you load the game you get an award for waiting through the loading process as it takes so long.

If you can figure out how to start a level, you win the "starter" award for being able to navigate the bad graphics.

When you start the first level you can get an award for restarting (or respawning after dying) and watching the instructions 100 times.

If you jump over the first two red buildings and then fall off the blue building, you've gone as far as you can. You win the "fall to your death" award. If you do that with a friend...it's co-op!

That's where the game ends, so you should stop trying to go farther. You can't. I'll update with more achievements if I even launch the game again. It consumes any RAM from any computer within a 10 block radius of my house.

Actually, I won't relaunch. I only paid \$0.22 for the game with a 90% off coupon, but I'm still going to request a refund. Never mind, I've had so much fun trashing this game that it was worth it. In case you haven't picked up on it, this game is terrible.

edit I am not eligible for a refund because even though I closed the game it...it didn't close. Now I'm over 2 hours of playtime. It keeps taking my RAM and recording game time for me. Now I can't get my \$0.22 back. :(

four processes "nw.exe" that eats all memory RAM and CPU power which can find

One gets the feeling that this crap crafting bitcoins, in parallel trying to run some kind of freaky game. Whelp.

TWO hours gone.

But at least daddy didnt make me do dishes.

Barely steampunk game.. That's quite an achievement to spend so much effort on a game totally lacking programming and design skills. Literally, unplayable.. The game is broken in every possible way. This game is so grand :D the game is very good for a new game maker, KEEP UP THE GOOD WORK :D. As I write this review the game is currently under early access with patch 1.7

I don't know if the new update rendered the game unplayable, or if it was broke upon launch. Once I get into the game I get a Game Over screen within a few seconds. I am glad I only paid 0.29cents for the game, but they need to do some major fixes to this game. I wish the developer the best of luck, but I currently cannot recommend the game in it's current state. I will revisit it someday on my channel to see if the game got any better.

<https://www.youtube.com/watch?v=LW3jmkWUNtA>

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